**Question Bank - OOPS**

Q1. Compare and Contrast error and exception.

Q2. What is the need of inheritance in C++?

Q3. Draw a neat and clean diagram to show exception handling model in C++.

Q4. What is Exception Handling in C++?

Q5. Define dynamic binding.

Q6. What is an abstract class?

Q7. List out five common examples of exceptions.

Q8. How overriding is different from the overloading?

Q9. Illustrate unexpected () function with an example.

Q10. What is a user defined exception? What are the advantages of using exception handling mechanism in a program? When do we use multiple ***catch*** handlers?

Q11. Demonstrate single inheritance with suitable example.

Q12. Write down a detailed C++ program to demonstrate the use of try, catch, throw.

Q13. Explain the use of terminate ( ) function in C++ with an example.

Q14. Demonstrate multiple inheritance with suitable example.

Q15. What do you mean by Rethrowing an exception? Describe which type of catch block is used to catch all types of exceptions in C++ and why?

Q16. What is the diamond problem in C++? and explain how to fix it?

Q17. When you will create class template? Write the syntax for creating class templates?

Q18. Discuss the role of access specifiers in an inheritance and show their visibility when they are inherited as public, private and protected.

Q19. What is the difference between pure virtual functions and virtual functions?

Q20. How overriding is different from the overloading?